

Great Ice Hockey™

Great Ice Hockey. It's one of the most intense team sports in the world. And you're playing against the seven most intense teams in the world. You'll play every position. And try to beat every team. Go for it.

Now, there are no limits.™

SEGA®

SEGA OF AMERICA, INC., 573 Forbes Blvd., South San Francisco, CA 94080, (415) 742-9300

A C&S GROUP COMPANY

Printed in Japan

© 1986 SEGA OF AMERICA, INC.



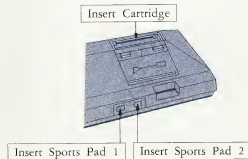
SEGA®

Loading Instructions: Starting Up

NOTE: You must have the SEGA SPORTS PAD(S)TM to play this game.

1. Make sure the power switch is OFF.
2. Remove the control pads and replace them with your SEGA SPORTS PAD(S).
3. Insert the ICE HOCKEY CARTRIDGE as described in your SEGA SYSTEM manual.
4. Turn the power switch ON.

IMPORTANT: Always make sure the SEGA SYSTEM is turned OFF when inserting or removing your Sega Card/Cartridge.



For 1 player: Press the START BUTTON on the one-player side of the SPORTS PAD.

For 2 players: Press the START BUTTON on the two-player side of the SPORTS PAD.

NOTE: To start the game you must push the START BUTTON when the title screen appears. The game won't start when the demonstration screen is on.

TO BEGIN PLAYING: Once all your options have been selected (see SELECTING YOUR OPTIONS, next section), the game will automatically begin after a short wait. But if you don't want to wait, just press the START BUTTON.

The game begins the moment the referee drops the puck in the center circle.



SELECTING YOUR OPTIONS

1. SELECT YOUR LEVEL

Using the Player #1 SPORTS PAD, move the arrow to the desired level: Junior or Senior.

NOTE: In a 2-player game it doesn't matter which level you pick, since you're playing each other and not the computer.

2. SELECT THE LENGTH OF EACH PERIOD

Each game is divided into three periods. Here's how you select the length of each period.

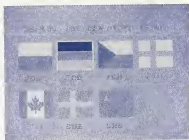
Using the Player #1 SPORTS PAD, point the arrow to the desired time length: 3, 5, or 10 minutes.

3. SELECT THE OPPONENT

Each of the seven teams has a different ranking.

From strongest to weakest, those teams are: The U.S.S.R., Sweden, Canada, Finland, Czechoslovakia, West Germany and Poland.

Select your opposing team according to the difficulty level at which you want to play.

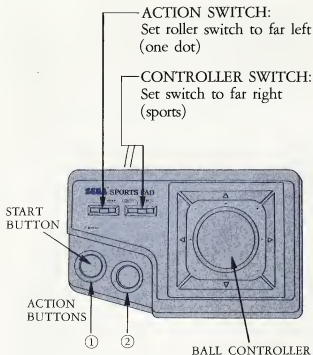


To select your opponent: Roll the Direction Controller until the flag of the country you want to compete against is flashing and press the button.

For 2-player games: You each get to select a country to represent.

Taking Control

The following illustration shows you the control points on your SEGA SYSTEM SPORTS PAD. Throughout this instruction book we will refer to these controls by the names indicated in this illustration.



TO MOVE A PLAYER: Roll the Direction Controller.

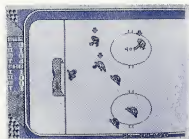
NOTE: In order to move a man, an arrow must be pointing at him.

WHAT THE ARROWS MEAN:

YELLOW ARROWS -- The men player #1 can move

GREEN ARROWS -- The men player #2 can move

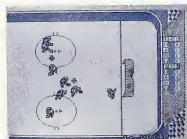
GREY ARROWS -- The men who can receive passes



TO PASS THE PUCK: Press **BUTTON 2**.

TO SHOOT THE PUCK: Roll the Direction Controller in the desired shooting direction, then immediately press **BUTTON 1**.

TO STEAL THE PUCK: Using the Direction Controller, try to attack the opposing player holding the puck. Whether or not you get it depends on the timing of your attack.



GOALKEEPING: By moving the goalkeeper with the Direction Controller, you can block the puck without pressing **BUTTON 1**.

To keep the goalkeeper in a given position, press **BUTTON 1**. To release him, just roll the Direction Controller.

Know The Score

You'll receive 1 point for every goal you make. The scoreboard behind the goal gives you the name of each country with the scores for all three periods, plus the total score.

If there's a tie...

IN A 1-PLAYER GAME: The computer wins.

IN A 2-PLAYER GAME: The game goes into overtime and the first player who scores wins.

Helpful Hints

- Don't worry about being too aggressive. There are no fouls.
- When shooting the puck, remember that the speed and accuracy of your shot depend on how quickly and accurately you roll the Direction Controller.
- Quickly become familiar with the attacking style of your opponent. The sooner you do, the less chance you'll have of losing the puck to them.

Scorebook

Name					
Date					
Score					

Name					
Date					
Score					

Name					
Date					
Score					

Name					
Date					
Score					

Handling The Mega Cartridge™

- The Mega Cartridge is intended exclusively for the Sega System.™
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.

90-Day Limited Warranty Sega® Card/Cartridge

To validate the following 90-day limited warranty, your sales slip or proof of purchase should be retained at time of purchase and presented at time of warranty claim.

90-Day Limited Warranty

Sega of America, Inc. warrants to the original consumer purchaser that this Sega Card™/Cartridge™ shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If defect covered by this warranty occurs during this 90-day warranty period, Sega will repair or replace the defective card/cartridge, at its option, free of charge.

This warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship.

To receive fast, reliable service, call the Sega Customer Service Department at the following numbers:

Outside California: 800-USA-SEGA
Inside California: 415-742-9300

Our Customer Service Department is in operation from 9:00 AM to 5:00 PM (Pacific Time), Monday through Friday. *Do not return your Sega Card/Cartridge to your retail seller.*

Sega's service center is located at the following address:

Sega of America, Inc.
Warranty Repair
573 Forbes Blvd.
South San Francisco, CA 94080

Limitations On Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc. be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations of exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.